

ABSTRACT

A gaming machine 10 includes a simulation system for simulating the playing of a game, the simulation system enabling predetermined starting parameters to be set. A comparator compares an end condition of a simulation run by the simulation system using the starting parameters with a pre-calculated desired outcome of the game. A comparator of a processor of the gaming machine 10 adjusts the starting parameters such that the end condition of the simulation coincides with that of the desired outcome of the game.